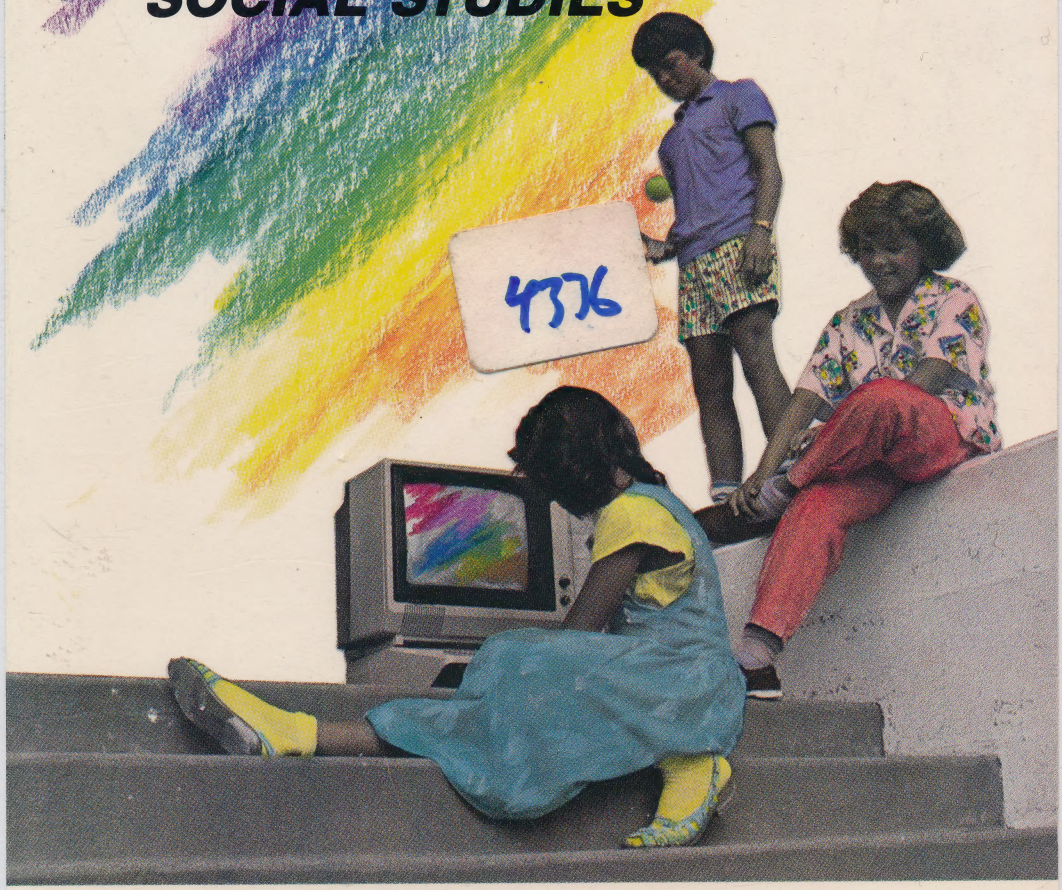
FOR THE APPLE II, IIe, & IIc

the Skill Builder

GRADE LEVEL

SOCIAL STUDIES



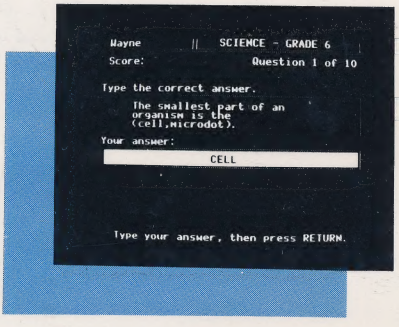
heartsoft™

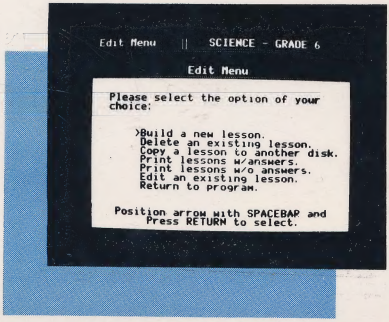
Welcome to the World of...

Skill Builder

Skill Builder is a new series designed to strengthen and develop word usage skills in the specific areas of SCIENCE, ENGLISH, SOCIAL STUDIES, and HEALTH for grades 3-6. Each Skill Builder program disk comes complete to you with lessons directly correlated with the basic facts covered in that subject area.

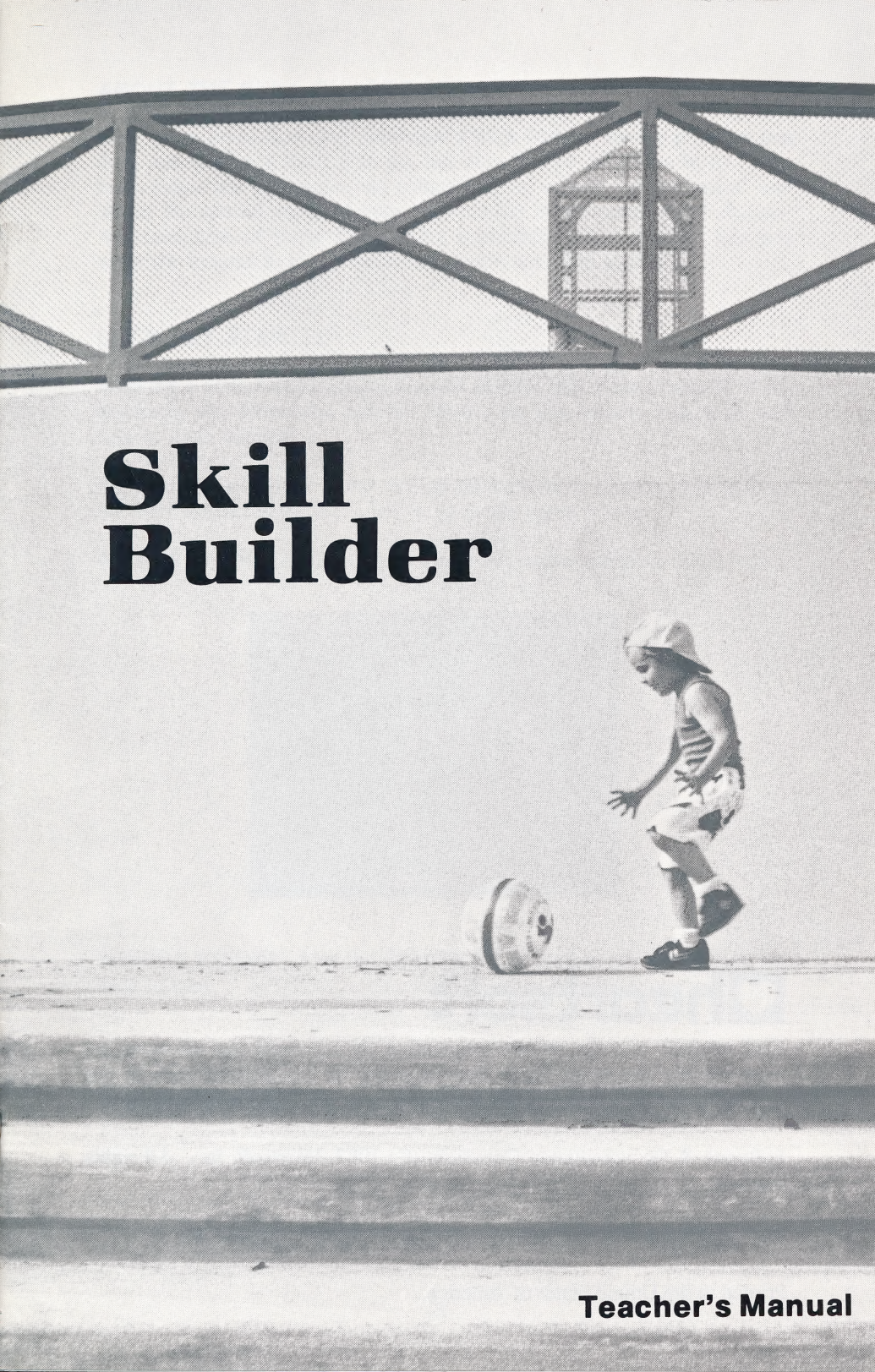
Editing features allow you to create your own lessons. You may also modify or delete lessons which come with the disk or create new ones. Printing your lessons is another feature provided with each disk, giving Skill Builder unequaled test/quiz writing capabilities. The complete set is 16 disks. Ages 8-11


Wayne || SCIENCE - GRADE 6
Score: Question 1 of 10
Type the correct answer.
The smallest part of an organism is the (cell,microdot).
Your answer:
CELL
Type your answer, then press RETURN.


Edit Menu || SCIENCE - GRADE 6
Edit Menu
Please select the option of your choice:
>Build a new lesson.
Delete an existing lesson.
Copy a lesson to another disk.
Print lessons w/answers.
Print lessons w/o answers.
Edit an existing lesson.
Return to program.
Position arrow with SPACEBAR and Press RETURN to select.

heartsoft

Copyright © 1987, Heartsoft, Inc. All Rights Reserved.



Skill Builder

Teacher's Manual

This software package and documentation are copyright and all rights are reserved by Heartsoft, Inc. Any copying or duplication outside the capabilities of the software itself is a violation of applicable federal laws.

Software & Documentation Copyright (C) 1987, Heartsoft, Inc. All rights reserved.

The word Apple® is a registered trademark of Apple Computer, Inc.

Printed in the United States of America.

ABOUT *THE SKILL BUILDER SERIES...*

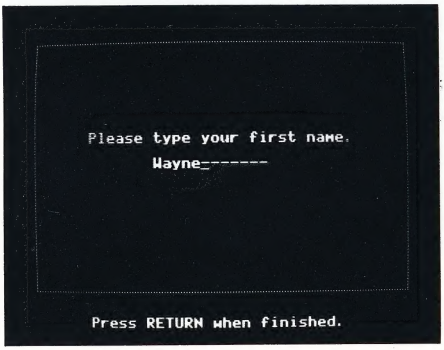
How many times have you purchased a slick little computer program that does just what you need it to do, but only has 10 questions in it? How many times has a program had content that is written for "the norm" and leaves the special needs of your students out in the cold? *Skill Builder* will take care of those aggravating problems. *Skill Builder* lets you write the lessons to match your curriculum and your students.

LET'S GET STARTED!

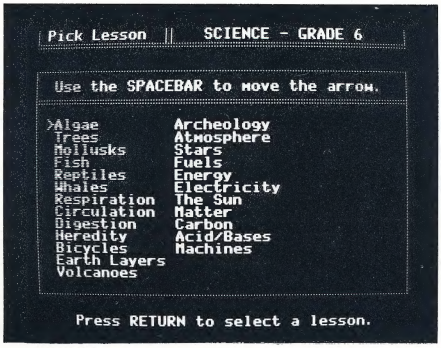
Working a *Skill Builder* lesson is super simple. Whenever you need to do anything, the directions will be shown on the screen. Just read and follow them carefully!

Put the disk in DRIVE 1 and turn on the computer. Shortly, you will see the Title screen. Press RETURN to go to the name screen.

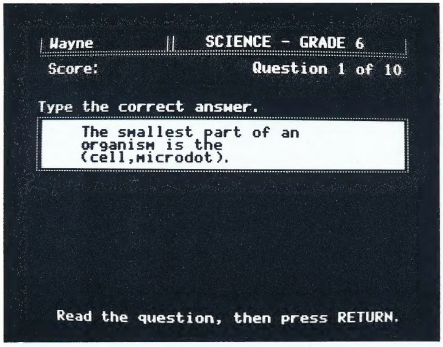
WHAT'S YOUR NAME? - Type Your first name and press RETURN.



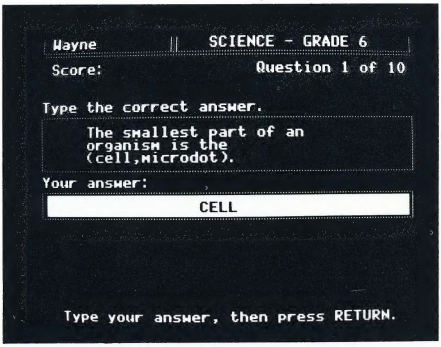
WHICH LESSON? - Use the SPACEBAR to choose the lesson that you need to take.



In a few moments, you will see the first question. Read it and then press RETURN.


Wayne || SCIENCE - GRADE 6
Score:
Question 1 of 10
Type the correct answer.
The smallest part of an organism is the (cell,microdot).
Read the question, then press RETURN.

Next, type in your answer. Be sure to press RETURN when you are through.


Wayne || SCIENCE - GRADE 6
Score:
Question 1 of 10
Type the correct answer.
The smallest part of an organism is the (cell,microdot).
Your answer:
CELL
Type your answer, then press RETURN.

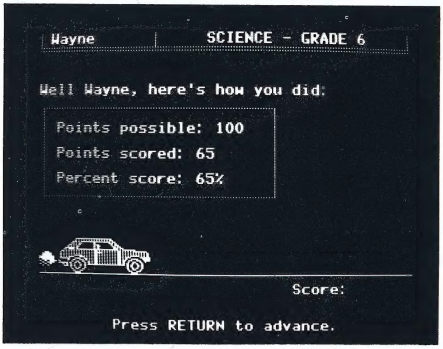
NOTE: Computers are very fussy. If your answer is misspelled, it will be wrong. Check your spelling carefully before you press RETURN.

RIGHT OR WRONG? - The computer will check your answer and tell you if you were right or wrong.

TRY AGAIN - If you answered incorrectly, you will get a second chance.

CORRECT!! - If you answered correctly, press RETURN to advance to the next question.

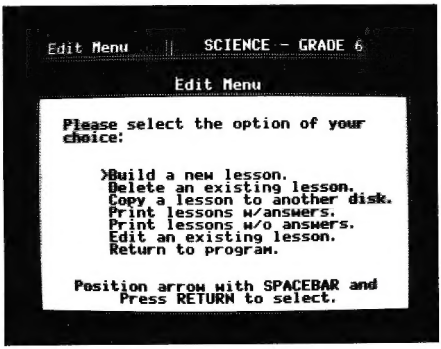
After you press RETURN after the last question, the computer will show you your score. Press RETURN to return to the Title frame.



EDIT FEATURES

The Skill Builder Series comes with anywhere from 8 to 35 lessons on a disk depending on the subject area and grade level. You can create up to 39 lessons at any one time.

To access the Edit Features, simply type the student's name as 'Edit' from the main program. Shortly, you will see the EDIT MENU:


Edit Menu
SCIENCE - GRADE 6
Edit Menu
Please select the option of your choice:
>Build a new lesson.
Delete an existing lesson.
Copy a lesson to another disk.
Print lessons w/answers.
Print lessons w/o answers.
Edit an existing lesson.
Return to program.
Position arrow with SPACEBAR and Press RETURN to select.

To select any of the options listed, simply press the SPACEBAR until the arrow points to that option, then press RETURN.

BUILD A NEW LESSON.

Use this option to build a completely new lesson. Remember each lesson must contain 10 questions, and that the total number of lessons on a disk is 39.

1. Select BUILD A NEW LESSON from the EDIT MENU.

2. Use the SPACEBAR to move the arrow to the lesson to delete and press RETURN.

3. You will be given an opportunity to type a set of instructions that will apply to all questions in this particular lesson. Press RETURN when you are finished.

4. Next, you will be given an opportunity to type in the content for the first question. Press RETURN when you are done.

5. Now, type in the correct answer to the question above. Also press RETURN when you are done.

6. When you have entered all 10 questions, you will be asked to give this lesson a name. Type it in and press RETURN.

The new lesson will be saved to disk and the EDIT MENU will reappear.

DELETE AN OLD LESSON.

Use this option to dispose of old lessons that you no longer need. If you have built all 39 lessons and want to add still another, you will have to delete an older one first. Remember, only 39 lessons at a time!

1. Select DELETE AN OLD LESSON for the EDIT MENU.

2. Use the SPACEBAR and RETURN to select the lesson to delete.

The disk light will come on and the lesson will be deleted forever! Shortly, the Edit Menu will reappear.

COPY A LESSON TO ANOTHER DISK

For those of you who have purchased more than one copy of any one *Skill Builder* disk, we have provided copy features which allow you to copy any lesson which you create from disk to disk.

1. Select COPY A LESSON TO ANOTHER DISK from the Edit Menu.

2. Select the lesson you would like to copy.

3. Insert the disk to copy to when instructed to do so. Press RETURN when you are finished.

4. Insert the original *Skill Builder* disk when instructed to do so. Press RETURN when you are finished.

You will be returned to the Edit Menu.

PRINT A LESSON

Use this option to print any lesson on the disk to paper. This option requires that you have a printer card in SLOT 1 inside your Apple Computer and a printer connected to it.

1. Select the option you want from the Edit Menu.

2. Select the lesson to printed. The printing begins immediately.

You will be returned to the EDIT MENU when the printing is finished.

EDIT AN OLD LESSON

Use this option to edit or view any lesson on a *Skill Builder* disk. During the edit process you can change any of the questions in a lesson and/or give the lesson a new name.

1. Select EDIT AN OLD LESSON from the EDIT MENU.

2. Use the SPACEBAR and RETURN to select the lesson to edit.

3. The first question will be displayed. You will be asked if this question is correct. If it is, type Y for yes. If it needs to be changed, type N for no.

4. The cursor will blink at the beginning of the question box. If you wish to change the question, retype it now, otherwise press RETURN.

5. The cursor will now advance to the answer box. If you need to change the answer, retype it, otherwise, press RETURN.

6. You will be asked to change the lesson name if you wish. Press RETURN if you do not want to change it. If you do, simply type in a new lesson name.

7. You will be asked if you want to change the directions. Change them if necessary, if not, simply press RETURN.

You will be returned to the EDIT MENU after any changes you made are saved to disk.

SPECIAL FEATURES

CTRL E - By depressing the CONTROL key and the E key simultaneously, the program can be exited at anytime. (Mnemonic - CTRL E stands for CONTROL EXIT.)

CTRL Q - By depressing the CONTROL key and the Q key simultaneously, the sound can be toggled on and off anywhere in the program. You can turn the sound off for an entire setting by pressing CTRL Q at the Heartsoft logo during boot-up. (Mnemonic - CTRL Q stands for CONTROL QUIET.)

CLEAR - By typing the student's name as CLEAR, you can clear the top ten list of names.

EXTRA, EXTRA

Don't be misled into thinking that Skill Builder is just a program for reading or language arts. You can use it in any area of study with any age group.

You can also use Skill Builder for fun. Create a lesson containing trivia related to the current week's unit in social studies, etc.

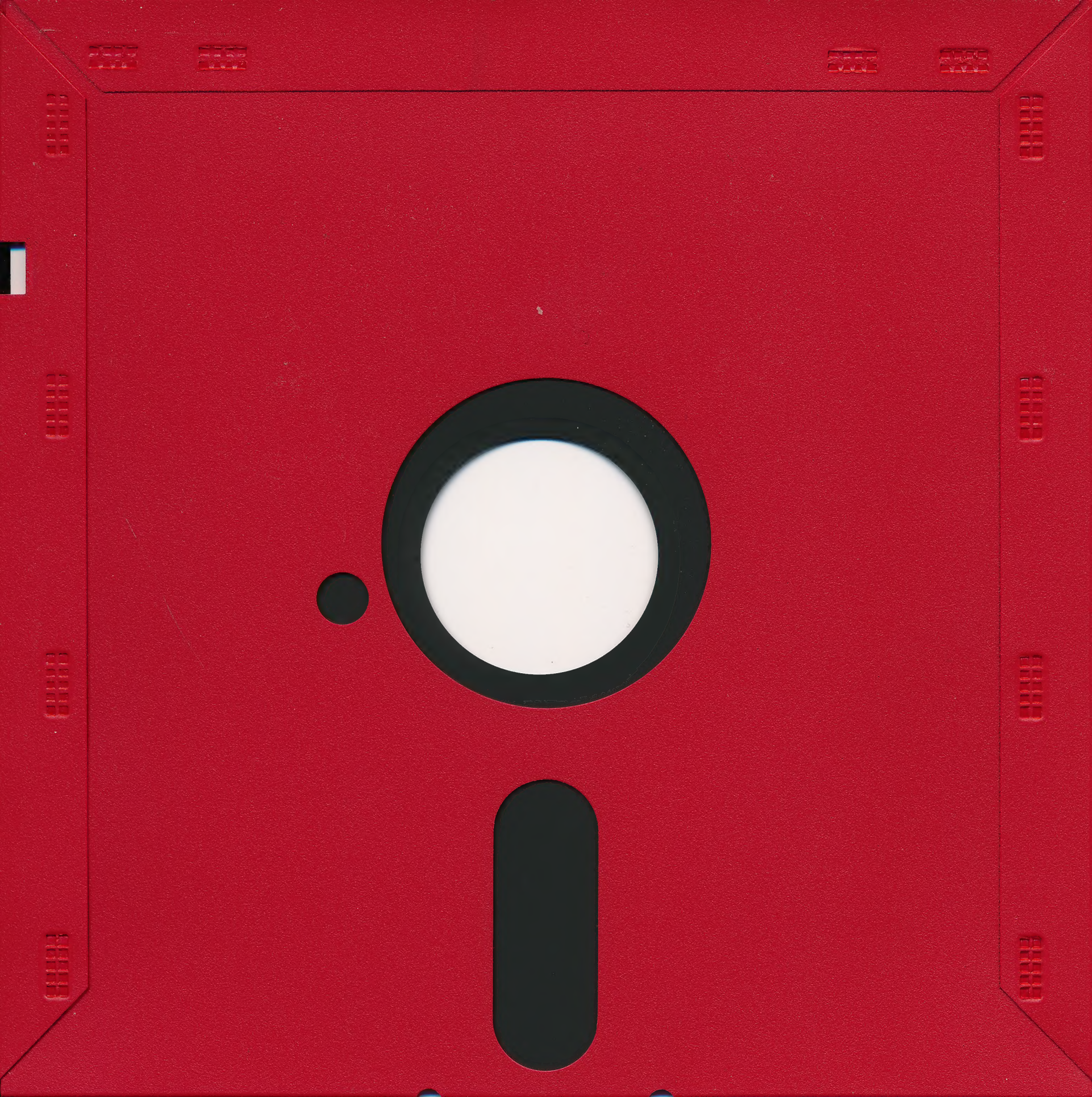
Don't knock yourself out making up questions either. Divide your class into groups and let them test each other, or assign each child to make up a question. Choose the best for the lesson.

Talk a fellow teacher into buying Skill Builder. Your classes can try to stump each other.

In short, your imagination and that of your students is your only limit! Have Fun!!

GRADE LEVEL 6

the Skill Builder *SOCIAL STUDIES*

ALL RIGHTS RESERVED
COPYRIGHT © 1985, HEARTSOFT ENTERPRISES

heartsoft